

WHAT IS CLAIMED IS:

1. A game apparatus, which can execute a game in accordance with a game program, comprising:

a display control system that displays, within a game field, a position of a player's character moving in said game field and a predetermined area around said player's character; and

a recognition system that recognizes a target position of said player's character, which is fixed in said game field with the advance of said game, and a position of said player's character within said game field,

wherein, when said target position of said player's character cannot be displayed on a display screen of a display apparatus, said display control system displays an indicator for indicating a direction extending toward said target position in the vicinity of an end portion of said display screen in the target position direction viewed from said player's character in accordance with a recognition result by said recognition system.

2. The game apparatus according to claim 1, wherein said indicator has periodically changing brightness.

3. The game apparatus according to claim 1, wherein said display control system displays, at least in a part of a game screen, said position of said player's character within said game field and a predetermined area around said player's character.

4. A game control method for a game apparatus, which can execute a game in accordance with a game program, comprising:

displaying, within a game field, a position of a player's character moving in said game field and a predetermined area around said player's character; and

recognizing a target position of said player's character, which is fixed in said game field with the advance of said game, and a position of said player's character within the game field, and

displaying, when the target position of said player's character cannot be displayed on a display screen of a display apparatus, an indicator for indicating a direction toward said target position, the indicator being displayed in the vicinity of an end portion of said display screen in the target position direction viewed from said player's character in accordance with a recognition result of recognizing the target position.

5. The game control method according to claim 4, further comprising periodically changing the brightness of the indicator.

6. The game control method according to claim 4, wherein the displaying comprises displaying, at least in a part of a game screen, said position of said player's character within said game field and a predetermined area around said player's character.

7. A computer program executable in a game apparatus, which can execute a game in accordance with a game program, comprising:

a display control program array for displaying, within a game field, a position of player's character moving in said game field and a predetermined area around said player's character; and

a recognition program array for recognizing a target position of said player's character, which is fixed in said game field with the advance of said game, and a position of said player's character within said game field,

wherein, when said target position of said player's character cannot be displayed on a display screen of a display apparatus, said display control program array displays an indicator for indicating a direction toward said target position in

the vicinity of an end portion of said display screen in the target position direction, viewed from said player's character in accordance with a recognition result by said recognition program array.

8. The computer program according to claim 7, wherein said indicator displays periodically changing brightness.

9. The computer program according to claim 7, wherein said display control program array displays, at least in a part of a game screen, said position of said player's character within said game field and a predetermined area around said player's character.

10. A computer readable recording medium, which can be read by a game apparatus for executing a game in accordance with a game program, comprising:

a display control program array for displaying, within a game field, a position of player's character moving in said game field and a predetermined area around said player's character; and

a recognition program array for recognizing a target position of said player's character, which is fixed in said game field with the advance of said game, and a position of said player's character within said game field,

wherein, when said target position of said player's character cannot be displayed on a display screen of a display apparatus, said display control program array displays an indicator for indicating a direction toward said target position in the vicinity of an end portion of said display screen in the target position direction viewed from said player's character in accordance with a recognition result by said recognition program array.

11. The computer readable recording medium according to claim 10, wherein said indicator displays periodically changing brightness.

12. The computer readable recording medium according to claim 10, wherein said display control program array displays, at least in a part of a game screen, said position of said player's character within said game field and a predetermined area around said player's character.